

ASH WASTES

JOURNEYMEN GANGS

EXPERIMENTAL RULES

by Chris Ward & Stuart Witter

Despite the massive distances and harsh conditions involved, trade between the hives of Necromunda is very important to all. Offworld goods and rarities must be moved from the starport to the customer, who may be in a completely different hive, and of course the massive product of the manufacturing industries must be taken somewhere. Even in the underhive trade takes place with other hives. However, unlike the upper spires and even the houses of the hive city, underhivers do not have access to the transport tubes, lighters and cargo shuttles that the uphivers rely on. Instead they must make do with the one option left – transporting the goods across the ash wastes. Guilders may make this journey themselves, indeed they often do, with massive caravans of beasts of burden, transport vehicles and men on foot. They may also employ Nomad gangs to transport goods for them, although this is risky to say the least ('this looks real nice – I think I'll keep it...'), and only what the Nomads can carry on their backs may be transported. There is still another option for Guilders needing to transport large amounts of goods, or goods that cannot be trusted to Nomads: Journeymen.

Journeymen spend their lives in the contract of a Guilder, or a group of Guilders. They are a trusted group of hauliers who earn their living transporting goods across the wastes for the Guild, often the contract being passed from father to son to keep the trust of the Guilders. This is not to say, of course, that all Journeymen are upstanding citizens and none have ever broken their contract, deserting the Guilders and stealing the valuable cargo. However, for the most part the Journeymen are trustworthy – they are kept and treated

well by underhive standards, providing their cargo gets through, and are well protected by the Guild.

A Journeyman gang normally consists of one Journeyman and his employees, including hired outriders, goons and other hired scum.

SPECIAL RULES

LAW ABIDING: Journeymen are most definitely not outlaws – they are in the employ of the guild.

TERRITORY: Journeymen have no territory as such; they have only the Hive Guilder Contract Territory, which they work in a special way (below). This territory is unique to them and will never be lost or captured.

INCOME: The Journeymen gain their only income from completing their contracts to move goods across the wastes. Each contract the take on will be for a great deal of creds and will keep them and their staff in bullets and wildsnake until the next contract – that is if they fulfil it. If the Journeymen win the game, take their gang rating, divide it by ten rounding down to the nearest whole number. This is the income that the gang must spend on food, ammunition and fuel. Cross-reference it with the income table in Necromunda to find out how much profit your gang has left to add to its stash. However if the Journeymen lose and fail to complete their mission they are forced to find alternative sources of income. Each member of the gang other than the Journeyman can earn D6 creds by hiring themselves to under hive gangs. This is not compared to the income table or halved (they are not outlaws) and represents the only profit they make until securing another contract.

TRADING: Journeymen gangs trade at the Normal trading post. They always count as having the guilder contact territory for the purposes of the sale of equipment.

HIRED GUNS: Journeymen gangs use lots of hired guns to make up numbers for travelling across the wastes, and to act as guides. Indeed the whole gang is paid to work for the Journeyman. Journeymen gangs may hire any hired guns they can afford to keep.

CAPTURE: No special rules apply to models captured by the Journeymen gang. No special rules apply to the capture of any members of the Journeymen gang other than the Journeyman himself. If he is captured the Guild will supply a bounty hunter for free if you decide to attempt a rescue mission.

SCENARIOS: Journeymen roll on the Ash Wastes Scenario Table. (Use the standard scenario table until this is available)

AMMO: Unlike most gangs in the Ash Wastes, Journeymen have excellent access to ammo and weapons. There are no special rules applying to ammo rolls, but note that some weapons are still unavailable, as they are of little use in the wastes (e.g. flamers)

EQUIPMENT: All Journeymen have respirators or plugs included in their cost. Without them they would certainly die outside the hive.

TREACHEROUS CONDITIONS:

Journeymen are affected as normal by all treacherous conditions.

OUTHIVERS: Journeymen live and work outside the hive. Although they have access to the hive for the purposes of loading and unloading goods they never enter the hive proper. Journeymen gangs may never be used in the hive.

VEHICLES: Journeymen gangs all have a special type of vehicle as standard – the Rig. This must be bought as usual from the 1000 starting creds and must be a transport vehicle. Other than that it is up to you, but bear in mind Rigs should be big and hard.

BEASTS: Journeymen may have beasts just like any other gang if they wish. Note that the Rig can be a Beast but must be a gigantic one.

1 JOURNEYMAN

Cost to recruit: 120 Creds

The Journeyman is the person who actually holds the contract with the guild; he is the most experienced member of the gang and is respected for this and the fact that he pays all the wages.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Leader: All the leader rules apply to the Journeyman (pinning and Ld etc).

Weapons: The Journeyman may be armed with weapons chosen from the Hand-to-hand, Pistols, Basic, Special Weapons and Grenades lists.

Vehicles: The Journeyman may drive or ride on any of the gang's vehicles.



0-2 MERCENARY HEAVIES

Cost to recruit: 60 creds

Certain well-trained mercenaries hired by the Journeymen are given gunner positions on the gang's vehicles, they also maintain the rig and carry out makeshift repairs after nomad attacks.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons: Mercenary Heavies may be armed with weapons chosen from the Hand-to-hand, Pistols, Basic, Heavy, Special Weapons and Grenades lists.

Vehicles: A Mercenary Heavy may be the gunner of a fixed weapon on a vehicle. If this is to be the case then the weapon should be purchased 'for him' as normal but the cost added to the vehicle cost, not the heavy's on the roster. Fixed weapons are the only way move or fire weapons can be fired from moving vehicles in Necromunda: Battles in the Ash Wastes. Shanty heavies who are not gunners may ride any vehicle as normal, and may still take over as driver in an emergency (see the vehicle rules for more detail).

0-4 OUTRIDERS

Cost to recruit: 50 creds

Outriders are the eyes and ears of the gang. They scout ahead of the rig, weary of traps, ambushes and hostile conditions that may threaten the payload. To fulfil this function professional outriders always ride a bike, or occasionally a small, fast beast.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons: Outriders may be armed with any weapons from the hand-to-hand, basic, pistol or grenades lists.

Vehicles: Outriders must either ride a bike at the discounted cost of +65 creds or a small riding beast at the cost of +20 creds.

MERCENARIES

Cost to recruit: 50 creds

Mercenary scum are the paid bodyguards of the journeymen. They respect him because of his vast knowledge of the wastes, his position in the employ of the guild and because he pays them their wages. Many mercenaries are employed by Journeymen, as it is only the guild who can afford to pay their often exorbitant fees.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons: Mercenaries may be armed with any weapons from the hand-to-hand, basic, pistol or grenades lists.

Vehicles: Mercenaries may drive or ride on any of the gang's vehicles.



GOONS

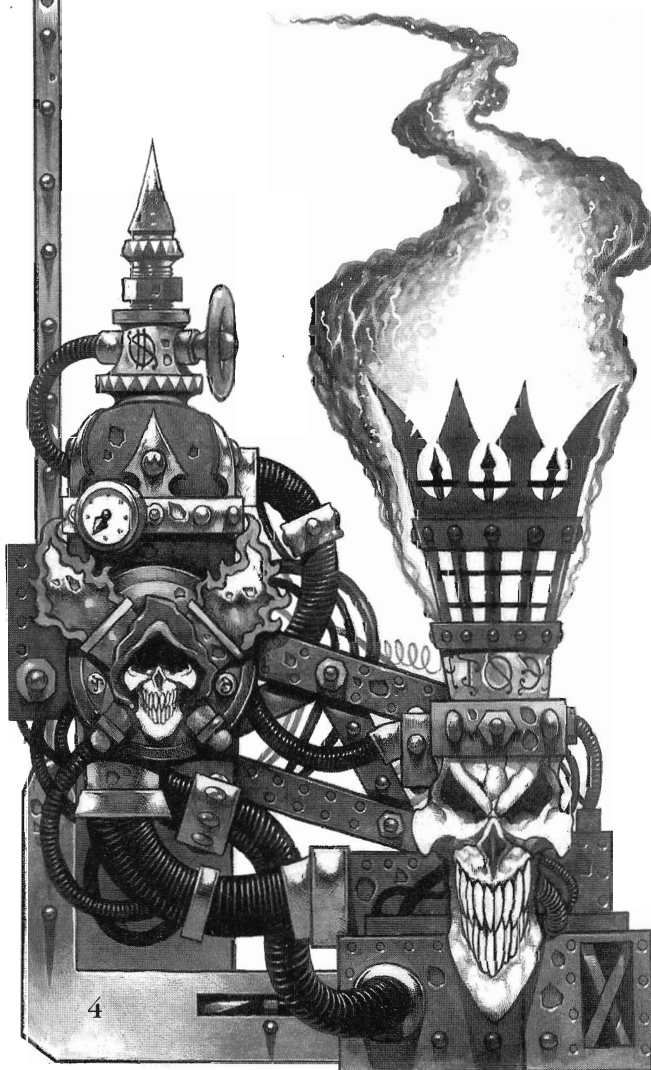
Cost to recruit: 20 creds

Rather poorly skilled, unsuccessful scum are often employed to walk the decking of the rig to repel boarders and fight off any ambushing shanty dwellers that might get too close. After gaining enough experience in the wastes a goon may eventually become a mercenary, able to charge more for his professional 'services'.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons: Goons may be armed with any weapons from the hand-to-hand, pistol or grenade weapon lists.

Vehicles: Goons may not drive a vehicle until they become Mercenaries, except in an emergency (see the vehicle rules for more details on this). Goons are allowed to ride bikes as normal, and may ride on any vehicle as a passenger.



GAINING EXPERIENCE

Experience Points	Title
0-5	Goon
6-10	Goon
11-20	Goon
21-30	Mercenary/Outrider
31-40	Mercenary/Outrider
41-50	Mercenary/Outrider
51-60	Mercenary/Outrider
61-80	Mercenary Champion /Outrider Ranger
81-100	Mercenary Champion /Outrider Ranger
101-120	Mercenary Champion /Outrider Ranger
121-140	Mercenary Champion /Outrider Ranger
141-160	Mercenary Champion /Outrider Ranger
161-180	Mercenary Champion /Outrider Ranger
181-200	Mercenary Champion /Outrider Ranger
201-240	Journeyman Protector
241-280	Journeyman Protector
281-320	Journeyman Protector
321-360	Journeyman Protector
361-400	Journeyman Protector
401+	Trusted One

MAXIMUM STATS

FOR GOONS, MERCS, OUTRIDERS, MERC HEAVIES AND JOURNEYMEN

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

EXPERIENCE

When you recruit a Journeymen gang the fighters will already have some experience in how to fight. The table below shows how much experience the different types of fighters have to begin with. You should record each fighter's Experience points on your gang roster.

Type	Starting Experience Points
Goon	0
Mercenary/Outrider	20 + 1D6
Mercenary Heavy	60 + 1D6
Journeyman	60 + 1D6

ADVANCES

When a ganger gains enough experience to get an Advance roll, roll on the Standard Gang Advance Roll table in the Necromunda Rulebook. As usual, when a Goon (Juve) acquires 21 experience points he may gain ganger skills (i.e. ferocity skills), and may have basic weapons.

SHANTY DWELLER SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Goon	-	Yes	-	-	Yes	-	-
Outrider	-	Yes	-	-	Yes	Yes	-
Mercenary	-	Yes	Yes	-	Yes	-	-
Mercenary Heavy	-	Yes	Yes	-	Yes	-	Yes
Journeyman	Yes	Yes	Yes	Yes	Yes	Yes	Yes